

**AMENDMENT****Amendments to the Claims**

This listing of claims replaces all prior versions and listings of claims in the subject application:

**Listing of Claims:**

1. (Currently Amended) An apparatus comprising:  
a headset having a memory for storing a user-adjustable preference setting, the memory being configured to allow the user-adjustable preference setting to be repeatedly modified by the user and stored during use of the headset; and  
a host adapter configured to be selectively coupled to the headset and having configured to process audio signals received from and/or transmitted to the headset using a performance parameter set in accordance with the preference setting, wherein the host adapter is capable of accessing the memory in order to read the user-adjustable preference setting.
2. (Previous Presented) The apparatus of claim 1, wherein the host adapter accesses the memory through a serial port in order to read the preference setting from the memory.
3. (Previous Presented) The apparatus of claim 1, wherein the memory is implemented within a headphone of the headset.
4. (Previous Presented) The apparatus of claim 1, wherein the memory is implemented within a cable quick disconnect of the headset.
5. (Canceled)
6. (Currently Amended) The apparatus of claim [[3]] 1, wherein the preference setting is one of a preferred volume level, a preferred treble level, a preferred bass level and a preferred balance level.
7. (Currently Amended) The apparatus of claim [[3]] 1, wherein the performance parameter of the host adapter may be further manually adjusted by a user to a new preference level, which is then stored in the memory, thereby overwriting the previously stored preference setting.

## Claims 8-56. (Canceled)

57. (Currently Amended) A method for automatically setting performance parameters of a host adapter to various user defined preferences for different users of the host adapter, the method comprising:

storing a first and second set of user defined preferences for a first and a second user, respectively, in a headset having a memory device, the memory being configured to be selectively coupled to the host adapter capable of accessing the memory, and

selectively retrieving one of the first and second sets of user defined preferences from the memory when the headset is coupled to the host adapter, and thereafter setting each of the performance parameters of the host adapter to the set of user defined preferences retrieved from the memory, the host adapter being configured to use the performance parameters to process audio signals received from and/or transmitted to the headset, the selectively retrieving being dependent on the headset being used by the first or the second user

58. (Previous Presented) The method of claim 57, wherein the first set of user defined preferences includes at least one of a volume level preferred by the first user, a bass level preferred by the first user, a treble level preferred by the first user, and a balance level preferred by the first user.

59. (Previous Presented) The method of claim 57, wherein the second set of user defined preferences includes at least one of a volume level preferred by the second user, a bass level preferred by the second user, a treble level preferred by the second user, and a balance level preferred by the second user.

60. (Currently Amended) A system for automatically setting performance parameters of a host adapter to various user defined preferences for different users of the host adapter, the system comprising:

the host adapter configured to use the performance parameters to process audio signals received from and/or transmitted to a headset;

the headset, the headset having with memory for storing a first set of user defined preferences for a first user and storing a second set of user defined preferences for a second user;

a memory interface within the host adapter for selectively retrieving the first set of user defined preferences when the headset with memory is selectively coupled to the host adapter and used by the first user, thereafter setting a series of performance parameters of the host adapter to the first set of user defined preferences; and for selectively retrieving the second set of user defined preferences when the headset with memory is selectively coupled to the host adapter and used by the second user, thereafter setting the performance parameters of the host adapter to the second set of user defined preferences.

61. (Previous Presented) The system of claim 60, wherein the first set of user defined preferences includes at least one of a volume level preferred by the first user, a bass level preferred by the first user, a treble level preferred by the first user, and a balance level preferred by the first user.

62. (Previously Presented) The system of claim 60, wherein the second set of user defined preferences include a volume level preferred by the second user, a bass level preferred by the second user, a treble level preferred by the second user, and a balance level preferred by the second user.

63. (Currently Amended) A host adapter for providing signals to and from a headset having a memory device, the host adapter comprising:

an adjustable series of performance parameters for ~~adjusting~~ processing the signals provided to and from the headset;

a memory interface for retrieving a first set of user defined preferences when the headset with memory device is selectively coupled to the host adapter and used by a first user, the host adapter thereafter setting the adjustable series of performance parameters of the host adapter to the first set of user defined preferences in order to adjust the signals provided to and from the headset with memory in accordance with the first set of user defined preferences; and for retrieving a second set of user defined preferences when the headset with memory is selectively coupled to the host adapter and used by a second user, the host adapter thereafter setting the adjustable series of performance parameters of the host adapter to the second set of user defined preferences in order to adjust the signals provided to and from the headset in accordance with the second set of user defined preferences.

64. (Original) The system of claim 63, wherein the adjustable series of performance parameters include a volume level, a bass level, a treble level, and a balance level.

65. (Previous Presented) The system of claim 63, wherein the first set of user defined preferences includes at least one of a volume level preferred by the first user, a bass level preferred by the first user, a treble level preferred by the first user, and a balance level preferred by the first user.

66. (Previous Presented) The system of claim 63, wherein the second set of user defined preferences includes at least one of a volume level preferred by the second user, a bass level preferred by the second user, a treble level preferred by the second user, and a balance level preferred by the second user.

Claims 67-72. (Canceled)

73. (Currently Amended) A method for retrieving headset preference settings from a headset with memory, comprising:

identifying a headset user selected from a plurality of headset users via a user login;  
retrieving a set of headset preference settings associated with the identified headset user from the headset memory by a host adapter, the host adapter being selectively coupled to the headset memory, the retrieving being based on the identity of the headset user, and the host adapter having performance parameters corresponding to the headset preference settings;  
setting the performance parameters of the host adapter to the headset preference settings associated with the identified headset user retrieved from the headset memory, the host adapter being configured to process audio signals received from and/or transmitted to the headset using the performance parameters set in accordance with the retrieved set of headset preference settings; and  
repeating said identifying, retrieving and setting upon each user login.

74. (Previous Presented) A method of claim 73, further comprising:

matching the identity of the headset user with a performance parameter memory starting address in the headset memory; and  
transferring the memory starting address in the headset memory to the host adapter, wherein said reading from the headset memory is based on the memory starting address.